

Psionic Bestiary

Ironglass Rose

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Based on an idea by "Slagger the Chuul" of the Wizards of the Coast online community.

Ironglass Rose

Huge Plant (Psionic)

Hit Dice:	12d8+72 (126 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	24 (-2 size, +2 Dex, +14 natural), touch 10, flat-footed 22
Base Attack/Grapple:	+9/+25
Attack:	Tendrils +16 melee (1d8+8)
Full Attack:	6 tendrils +16 melee (1d8+8)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Blood drain, breath weapon, constrict 1d8+12, improved grab, psi-like abilities
Special Qualities:	Fire immunity, low-light vision, plant traits, psionic resistance 20
Saves:	Fort +14, Ref +6, Will +8
Abilities:	Str 27, Dex 14, Con 23, Int 6, Wis 15, Cha 10
Skills:	Climb +24, Concentration +12, Hide -5*, Listen +4, Spot +4
Feats:	Alertness, Combat Reflexes, Iron Will, Narrow Mind, Weapon Focus (tendrils)
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	13-18 HD (Huge); 19-36 HD (Gargantuan)
Level Adjustment:	--

Thorns stud the dozens of twisted vines that snake from the massive bulb of this plant. A central flower at least 5 feet across possesses rosy pink crystalline petals that pulse with a faint inner light.

The ironglass rose is a carnivorous plant that sustains itself by consuming the blood of living creatures.

Thorny tendrils extend from the sides of a central bulb, while a tough stem array supports the massive flower head. The main bulb is about 6 feet in diameter, and its surface is a wrinkled brown reminiscent of tree bark. The tendrils spread out in a 20-foot diameter surrounding the bulb, with the flower rising an additional 3 to 4 feet above it. It usually cradles the dying bodies of its victims beneath the bulb, where it slowly drains them of life over several days.

The ironglass rose can scale cliffs and climb large trees with relative ease, but it prefers to remain within reach of the ground or dwell within patches of dense scrub or undergrowth. It attacks both psionic and nonpsionic foes alike. The petals of the ironglass rose are extremely durable, and skilled craftsmen can use

them to create crystalline armor that is both practical and attractive.

Ironglass roses understand Common, but cannot speak.

Combat

The ironglass rose uses its breath weapon to damage or incapacitate foes before moving in with its tendrils to attempt to feed. It normally attacks when hungry and shies away only from opponents that are larger than it.

Blood Drain (Ex): If the ironglass rose already has a constrict hold on a target, it attempts to use more of its tendrils to grapple the target. Each additional tendril that succeeds at establishing a hold causes 1d3 points of temporary Constitution damage each round, as the ironglass rose begins to drain the blood of the creature. The ironglass rose cannot use more than three tendrils on a single target in this fashion.

Breath Weapon (Su): Once every 1d4 rounds, the ironglass rose can breathe a 120-foot line of force. Each creature in the area takes 10d6 points of force damage (Reflex DC 22 half). The save DC is Constitution-based. The ironglass rose can use this attack simultaneously with tendril attacks. The ironglass rose may choose to have the breath weapon deal nonlethal damage instead.

Constrict (Ex): On a successful grapple check, an ironglass rose constricts an opponent, causing automatic tendril damage (1d8+12) each round, until the victim frees herself. The hold can be broken by a successful grapple check or a successful DC 20 Escape Artist check. In addition, the tendrils can be cut through on a successful sunder attack. Each tendril has 12 hp, which do not count against the total hit points of the ironglass rose. An ironglass rose can use only six tendrils at a time to attack even though it possesses a couple dozen of them.

Improved Grab (Ex): If an ironglass rose hits an opponent that is at least one size category smaller than itself with a tendril attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it also constricts on the same round.

Psi-Like Abilities: At will -- *biofeedback* (damage reduction 5/--*), *empathic feedback* (damage dealt or 12 points, whichever is less*), *inertial armor* (AC +9*), *mind trap* (12 rounds*). Manifestor level 12th. The save DCs are Charisma-based.

*Includes augmentation for ironglass rose's manifester level.

Skills: An ironglass rose has a +8 racial bonus on Climb checks and a +8 racial bonus on Hide checks while in forests or dense vegetation.

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